HEALING BLADE

DEFENDERS OF SOMA

SECOND EDITION

RULEBOOK

NOTES FOR THE SECOND EDITION

AS BACTERIA EVOLVE, SO DOES THE GAME

The first edition was released in 2016. When we set out to create a second edition, we knew that updates would be necessary because medical guidance is constantly changing, as is bacterial resistance. We want our game to reflect the latest developments as much as possible. Cards have been changed for this second edition to reflect drug recommendations (primarily in the United States) as of 2021.

PLEASE NOTE THAT CARD IMAGES IN THIS RULEBOOK DO NOT REFLECT THE LATEST UPDATES

We updated the cards you will be playing with, but did not update the card images used in this rulebook, so you may see some discrepancies when comparing the two. Play according to what's printed on the physical cards.

NEW ADDITIONS

In addition to updating old cards, we have added new cards as well:

Apothecary Cards

Ceftazidime / Avibactam
Daptomycin
Doripenem
Fidaxomicin
Omadacycline
Polymyxin
Rifampin

Pestilence Cards

Allergic Villager
Brucella
R. prowazeckii
V. vulnificus
XDR Typhoid*

**XDR = extensively drug-resistant*

Villager Cards

Pregnant Villager

NEW CARD ABILITIES

RIFAMPIN

12
RIFAMPIN
You may play another defender in this zone. If you do, it doesn't remove a cube and any attackers in this zone cannot mutate this turn.
Rifampin cannot share a zone with Linezolid.
P 17% O 30% M 17% R 0

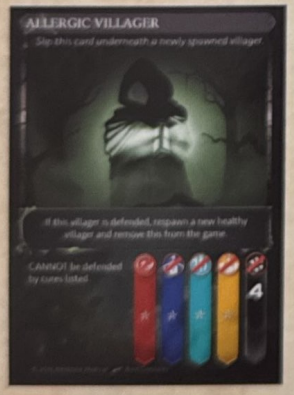
There can be 1 or 2 attackers in a villager's zone. If Rifampin is indicated on at least one of them, you may play Rifampin, and then play another defender into that zone, even if Rifampin alone would've sufficed (this is an exception to the "Golden Rule"). That defender must still be indicated on at least one of the attackers. If you do play another defender in the same zone as Rifampin, 1) you don't remove a cube for it and 2) attackers in this zone cannot mutate this turn (if they are killed, the Pestilence player does not get a mutant card).

Rifampin is a drug that is usually recommended as part of a combination therapy since resistance develops rapidly when used alone. It is also antagonistic with several drugs, especially Linezolid. So we designed the Rifampin card with that in mind.

PREGNANT VILLAGER

The pregnant villager is set aside, face up, at the beginning of the game. During a player's planning phase, if there are at least 2 wounded villagers (and at least one is female), that player may choose to replace a wounded female with this card. This can only happen once per game. The pregnant villager cannot be defended by green Apothecary cards (the Tetracycline family) or the black 5 or 6 (TMP-SMX and Chloramphenicol). If the pregnant villager survives one attack (Pestilence can, of course, choose not to attack it right away), replace it with a new healthy villager and remove the Pregnant Villager from the game.

ALLERGIC VILLAGER


ALLERGIC VILLAGER
Slip this card underneath a newly spawned villager.
If this villager is defended, respawn a new healthy villager and remove this from the game.
CANNOT be defended by icons listed
4

This is a card that gets shuffled into the provoker deck but is not an attacker. Drawing it counts as one of your draws but playing it doesn't count as one of your 3 attackers per turn. When a new villager is spawned, you may slip the allergic villager card underneath it. An allergic villager cannot be defended by red, dark blue, light blue or orange defenders, or the black 4 (Oxacillin). If that villager (when healthy or wounded) is successfully defended (ALL the attackers in that zone are killed) it goes to the bottom of the villager deck and gets replaced. If an allergic villager is killed or replaced, remove the Allergic Villager card from the game. Note that Oxacillin's skill does not count as a successful defense if any attackers remain.

Using this card is a risk: is the advantage gained good enough to help kill this villager before Apothecary successfully defends it?

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WELCOME

HEALING BLADE: DEFENDERS OF SOMA

is a two player fantasy battle game based on real-world interactions between bacteria and antibiotics.

The Pestilence player tries to kill villagers using the Lords of Pestilence, while the Apothecary player defends with Apothecary Healers.

How To Win

The Pestilence player wins if they kill three villagers.

The Apothecary player wins if the eighth turn ends and fewer than three villagers have been killed.

WHAT'S IN THE BOX

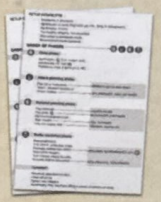
Game board

Rulebook

Resistance cards

Villager cards

Rule reminder cards



Enchantment cards

Study Covers

Apothecary deck

Coins

Resistance cubes

Provoker deck

Opportunist deck

Mutant deck

- Game board
- Rulebook
- 2 Rule reminder cards
- Apothecary deck (42)
- Provoker deck (30)
- 7 Resistance cards
- 17 Enchantment cards
- 15 coins
- Opportunist deck (10)
- 9 Villager cards
- 6 Study covers
- 16 Resistance cubes (15 for setup, 1 extra)
- Mutant deck (12)

PESTILENCE CLASSES

Provokers
can always attack healthy villagers, and most of them can also attack unhealthy villagers. Provokers have NON-VIRULENT, MASKED, THIEF, BANISHER, ASSASSIN, CONTAGIOUS, ESCAPE ARTIST, and SPY abilities. There are 4 with the icon.

Mutants
cannot be drawn. The Pestilence player gains Mutant cards when an attacker with a icon gets killed. Mutants are hard to kill. Some Mutants are Final Bosses.

Opportunists
are cowardly and can only attack wounded villagers, but they can also join another attacker from the 2nd attack slot. There are 3 with the icon.
Opportunists have ESCAPE ARTIST, EXPENSIVE, NECROMANCER, and ASSASSIN abilities.

Final Bosses
VRSA and CRE are Supermutants that are very difficult to stop. Cards like these can only be gained after a mutation by a weaker precursor. Once they are gained, they may be played as an attacker (it doesn't have to be the last turn).

C. DIFF has special rules. Pestilence can choose to gain the C. DIFF card on the last turn instead of drawing cards.

ANATOMY OF THE PESTILENCE CARDS

EXPENSIVE ICON

(special defense ability) - the first defender played that is listed on this attacker costs a coin to play, in addition to any other costs.

MUTATION ICON

(special revenge ability) - when this attacker is put in the biohazard after being killed by a defender, search the mutant pile for the named mutant and add it to your hand.

ABILITIES

The **ability icon** explains during which phase the ability is relevant, followed by ability name and description.

ATTACK ability
during Attack Planning phase.

DEFENSE ability
during Defense Planning phase.

REVENGE abilty
after the attacker is killed during Battle Resolution phase.

SUCCESS ability
after the attacker contributes to wounding or killing a villager during Battle Resolution phase

Mutant cards and Opportunist cards can be identified by this small letter in the corner. 'M' for Mutant, 'O' for Opportunist

ATTACK RESTRICTIONS

can only attack healthy.

can only attack wounded.

can attack wounded or healthy.

can join an existing attacker.

PURPLE STAIN

Identifies this Lord as belonging to the Stained Legion. This has no effect on gameplay, but is useful info for students of microbiology.

MASKED ABILITY

ATTACK RESTRICTION ICON

This icon shows what kind of villager can be attacked if the card is placed face down.

ARTIST NAME

[ ] REWARDS

Whenever the Apothecary player uses a defender that is marked with a bracket, they immediately gain a from the general supply. Make sure you don't accidentally take one of the turn-marker coins!

CURES

The colored banners are a coded list that explains which Apothecary Healers the Apothecary player can use to kill this attacker.

Each banner has a color, number and sigil. A star on the banner means that any number can be used against it as long as it matches that banner's color.

In the card above, the cure can be: any green, the gray 3, any pink, any light blue, or the black 5.

RESISTANCE CARDS

Resistance cards are the key weapons in the Pestilence arsenal. Resistance cards can protect an attacker from a given defender or family of defenders. They begin the game locked (with cubes). As Apothecary plays defenders, cubes get removed. Once they become unlocked (no more cubes), they can be attached to attackers during the Attack Planning phase.

There is no matching resistance card for red defenders, orange defenders, or black defenders, although there is a resistance card specifically for the black 5 and the black 6.

Whenever Apothecary plays a defender, remove one cube from a matching resistance card, if there is one.

Locked

Unlocked

A resistance card with no cubes is now unlocked for the rest of the game.

When an attacker is played from hand, Pestilence can attach any number of resistance cards to it as long as the resistance card is unlocked and is not already attached to another attacker.

When an attacker goes to the biohazard, its resistance cards return to their original place on the game board, ready to be used again in the future.

APOTHECARY FAMILIES & OCCUPATIONS

The Apothecary Healers belong to many different distinguished families:

Tetracycline

Macrolide / Lincosamide

Fluoroquinolone

Aminoglycoside

Carbapenem

Penicillin

Cephalosporin

B-Lactamase Inhibitor

The black sigil is a collection of Apothecary Healers who are the only members of their families.

Black Sigil

Oxacillin also flies the black sigil, even though he is technically a member of the Penicillin family, because he is unaffected by penicillinase, tools of resistance the Lords of Pestilence use against the Penicillin family

Some Healers have occupations, and some of those occupations give the Healers special skills.

MERCENARY - costs coins to play but doesn't remove resistance cubes
RESEARCHER - skill: can search for cards
TEACHER - skill: can help prevent resistance
GUARDIAN - skill: can save a villager in any zone from being killed

ANATOMY OF THE APOTHECARY CARDS

SIGIL

NUMBER

COST
Reminder that coins are required to play this card.

This point will match to the bottom of the Lord of Pestilence card and can help determine if it's a viable defender.

NAME

DRUG FAMILY

OCCUPATION / OCCUPATION SKILL:
Some cards have occupations. The MERCENARY occupation indicates a cost must be paid to play the card. Other occupations give the player optional skills (such as TEACHER or RESEARCHER). Occupation skills may be used once, before the next defender is played and before the turn ends.

FLAVOR TEXT

CARD STATISTICS

P: The % of Provokers this defender can kill.

O: The % of Opportunists this defender can kill.

M: The % of Mutants this defender can kill.

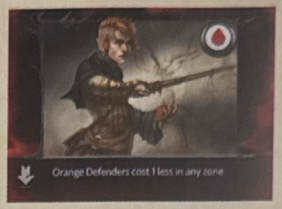
R: number of Lords of Pestilence cards that give a coin if this defender is played.

ARTIST NAME

VILLAGERS

Innocent villagers are being ruthlessly attacked by the Lords of Pestilence. Can the Apothecaries save them?

If a **healthy** villager is attacked and the attack is successful, the villager becomes **wounded** and flips to its wounded side. The successful attacker remains on the board.



VILLAGER BENEFITS

The newly **wounded** villager gives Apothecary a benefit - in this case, it's a new rule that reduces the cost of playing orange defenders.

Ongoing benefits **change the rules of the game** for as long as the wounded villager remains wounded and in play.

Just-flipped benefits happen once only, immediately after the villager is flipped.

When a **wounded** villager is attacked, and the attack is successful, the villager is killed.

Pestilence claims that villager as a trophy and any successful attackers go to the biohazard during Cleanup.

A villager cannot go from **healthy** to killed in a single phase.

BOARD SETUP

RESISTANCE CARDS
Place Resistance cards in their designated spots and place the resistance cubes on them. Three on the blue one, two on the rest.

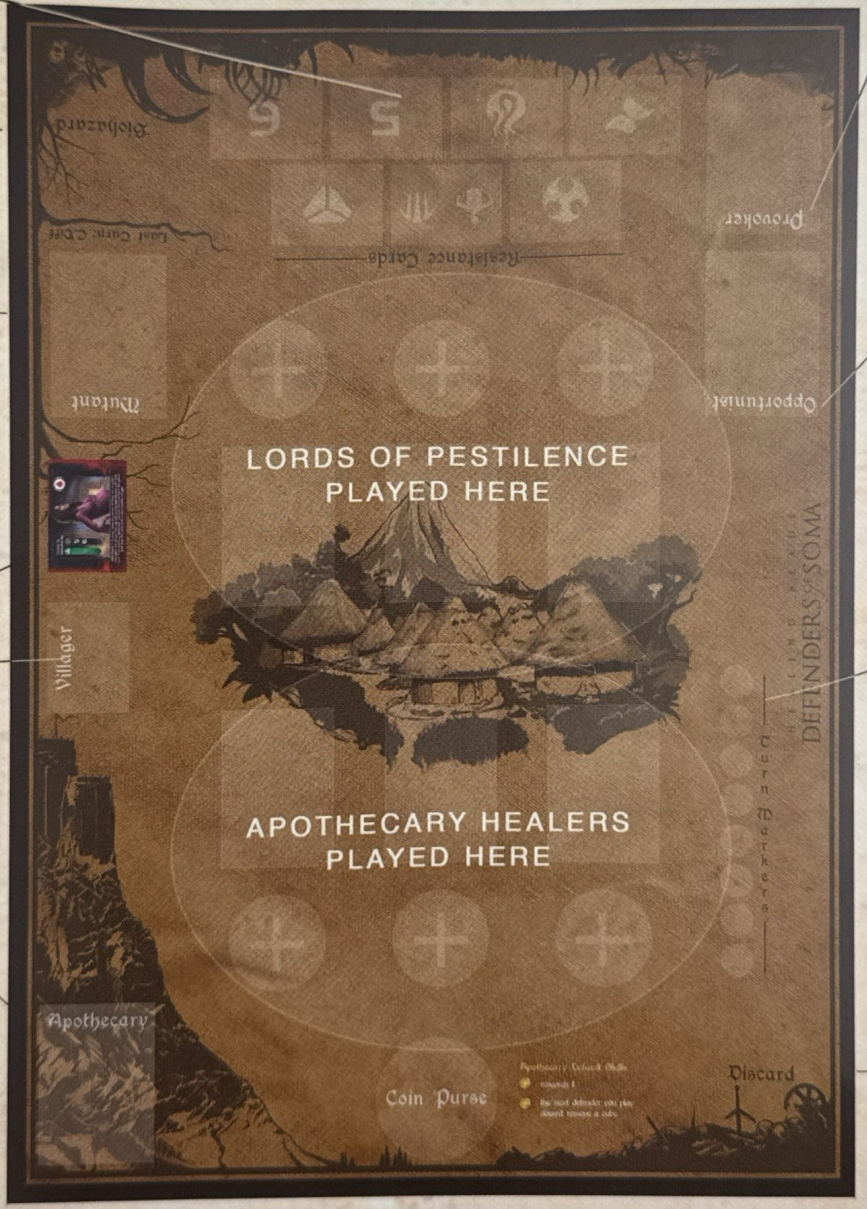
BIOHAZARD
When Lords of Pestilence succeed at their mission, or get killed, they end up here.

MUTANT DECK
Place all Mutant Lords of Pestilence in a pile face up here. Any player may see these cards.

PREGNANT VILLAGER

VILLAGER CARD DECK
Place all villager cards, healthy side up, in a pile here.

APOTHECARY DECK
Place all of the Apothecary Healer cards in a pile here.



PROVOKER DECK
Place all Provoker Lords of Pestilence in a pile here.

OPPORTUNIST DECK
Place all Opportunist Lords of Pestilence in a pile here.

TURN MARKER
Place 8 coins in the designated spaces. During the game you will begin each turn by moving one of these coins to the coin purse.

DISCARD
Apothecary Healers who must be discarded go to the Discard pile.

GENERAL SUPPLY OF COINS IS HELD OFF BOARD

PESTILENCE SETUP

- **Spread out the 7 Resistance cards** (green, blue, yellow, pink, gray, black 5 and black 6) face-up. The blue resistance card starts with 3 cubes. The rest start with 2.
- **Shuffle the Provokers and place them face-down.** This is the Provoker deck.[I]
- **Shuffle the Opportunists and place them face-down.** This is the Opportunist deck.[II]
- **Make a face-up pile of Mutant cards.** The order is unimportant. Any player may examine this pile at any time.[III]
- **Starting hand:** 3 Provokers. **Before the game begins, draw 3 Provoker cards.** After drawing cards during the first draw phase, you will have 6 cards.

APOTHECARY SETUP

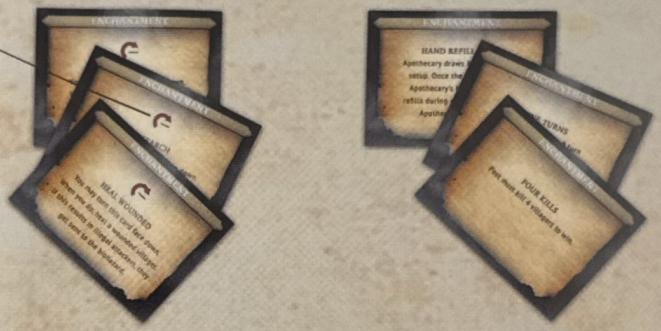
- **Apothecary starts the game with 0 cards.** Cards are drawn at the beginning of the turn.
  However, if this is your first time playing, add Pen, Clindamycin, and Tetra to your hand, then shuffle the deck.
- **Discard - Face up.**
  Any player may look through the Discard pile. When possible, spread out the cards in the Apothecary discard so Pestilence can easily glance at them.
- **Shuffle the villagers and make a pile of villagers,** I **healthy side up. (Set the Pregnant Villager aside, face up.)**
- **Put 3 villagers in the center of the board:** II two healthy, and one wounded. *Note:* If the wounded villager has a just-flipped ability, ignore it.
- **Set aside any remaining coins to the left side of the board.** III
  This is the general supply. Rewards coins are taken from the general supply. When costs are paid in coins, those coins return to the general supply.

ENCHANTMENTS AND STUDY MODE

Enchantment cards add variety to the game. If it is your first game, give the Apothecary player the BEGINNER enchantment.
(The beginner enchantment helps a player start with 3 good cards. When the game begins they will fill their hand to 8 cards total.)
If a side lost the previous match (Apothecary or Pestilence), that side gets a random enchantment during setup.
Pestilence enchantments are only played by the Pestilence player, and benefit that player.
Apothecary enchantments are only played by the Apothecary player, and benefit that player.
Enchantments are played face up next to the board. Some of them change the rules of the game, others offer a one-time effect that can be used at some point during the game.

CRAZY MODE: Crazy mode is optional. If both players agree, then both players can start with an enchantment.
Enchantments are also used in Solitaire mode.

If an enchantment card has a **flip icon** on the card, the enchantment is a one-time effect that can be used at some point during the game.



If you are trying to memorize which antibiotics are recommended for which bacteria, you can try Study mode.

Two-player Study mode:
Pestilence: When you play an attacker, with or without an attached resistance card, cover up the cure banners on the card with one of the included study cover cards. That way Apothecary will not be able to see the list of cures, and will have to proceed from memory. Apothecary can play any 2 defenders for each attacker, and use occupation skills, but will not know for sure if they chose correctly until the study covers are removed. Remove the study covers during the "reveal masked" step at the start of Battle Resolution.

Solitaire Study mode: (see Solitaire rules p. 37)
Every time you add an attacker, try to cover the cure banners with a study cover card so that you never get a glimpse of the list of cures.
You may play any 2 defenders for each attacker, and use occupation skills, but you will not know for sure if you chose correctly until the study covers are removed. Remove the study covers during the "reveal masked" step at the start of Battle Resolution.
Wait to attach resistance cards to new attackers until the study covers are removed, with the same usual priority: left to right by zone, 1st slot before 2nd slot within a zone.

HOW TO PLAY

How to Win: The game consists of a series of turns. Once Pestilence has killed 3 villagers total, the game ends early and Pestilence wins. If the last turn (the 8th turn) ends and Pestilence has not killed 3 villagers, Apothecary wins.

PHASES

- **DRAW PHASE**
- **ATTACK PLANNING PHASE**
- **DEFENSE PLANNING PHASE**
- **BATTLE RESOLUTION PHASE**
- **CLEANUP**

DRAW PHASE

- **Apothecary takes 1 turn-marker coin and adds it to the coin purse.** I

- **Apothecary draws cards until there are 8 cards in hand.** II

- **Pestilence draws 3 cards during the Draw phase** III
Pestilence can draw one at a time, in any combination, from either the Provoker or Opportunist deck (as long as there are cards left to draw).This is in addition to the starting hand during setup. Pestilence should have 6 cards after the first Draw phase.

- If it is the last turn **(the 8th turn)**, Pestilence can get C. DIFF from the Mutant pile instead of drawing 3.

ATTACK PLANNING PHASE

- **PESTILENCE MAY PLAY UP TO 3 NEW ATTACKERS, IF ABLE.**
There are 3 zones, one for each villager. Each attacker commits to one of those zones. Each zone has two attack slots. The first attacker always uses the first slot. Attackers with ⊕ can use the 2nd slot if the 1st slot is taken.There can never be more than two attackers in one zone.

Some attackers can only attack healthy villagers, or only attack wounded villagers. Check the attack restrictions listed on the upper right of the card.

upper right of the Pestilence card

ATTACK PLANNING PHASE CONTINUED

1. **Play an attacker**
   a. if it has MASKED, you may play it face down.
   b. you may attach unlocked resistance cards.
   c. abilities take effect: SPY, BANISHER, THIEF, or BETRAYER
2. **Play another attacker if able**

When you lay down an attacker, turn the card so that the Apothecary player can read it.

MASKED - Rewards for face down MASKED cards are not given until that card is revealed. Any single defender may be played to fight a MASKED attacker.

Pestilence can choose not to attack a villager

Beware! Two attackers in one zone can both be killed by one defender if they are both vulnerable to it.

Resistance cards grant an attacker immunity from a kind of defender (see p. 5). Locked resistance cards (with cubes) cannot be used yet. You may attach any number of unlocked resistance cards.

ATTACK ABILITIES

Attack abilities only have an effect when the attacker is first played from hand.

BANISHER: Name a defender listed on this card. The named card cannot be played this turn. (Example: "the green 3." you can't just say "green.")

BETRAYER: Immediately wound any healthy villager. Any illegal attackers (such as NON-VIRULENT) are sent to the biohazard.

MASKED: You may play this face-down when attacking a healthy villager. Reveal the card at the beginning of Battle Resolution and give any rewards at that time.

SPY: Look at the top card of any deck (yours or your opponent's). You may put that card on the bottom.

THIEF: Apothecary discards a random card

HOW TO PLAY

DEFENSE PLANNING PHASE

• Apothecary plays defenders, one at a time, if able. At any time during this phase, as many times as desired, Apothecary may also pay to use a default skill.

1. Play a defender to a specific zone. Costs include EXPENSIVE and MERCENARY costs.

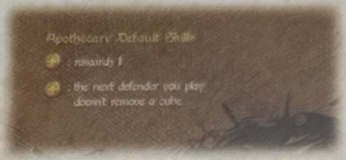
a. pay the cost (if it has a cost)

b. Pestilence player removes a resistance cube if able

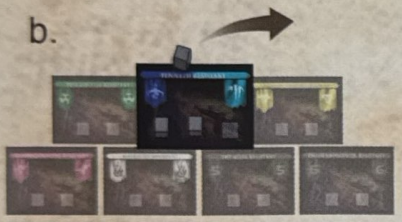
c. Apothecary player gains a reward (if listed in brackets)

d. Apothecary may use that card's occupation skill, if it has one.

default skills



b.



• Removing a resistance cube

Whenever a defender is played that has a matching resistance card, remove a cube from that resistance card (if one remains). Once a resistance card has had its last cube removed, it is unlocked and can never have a cube added back.

a.

c.

+

• Gaining a reward

If the number or star allowing the defender to fight is listed in brackets, Apothecary gains a reward (1 coin from the general supply) before playing the next defender.

d.

Research - Draw 2 cards.

2. Play the next defender (repeat list above)

• Playing defenders:

There are three zones, one for each villager.

Each defender commits to one of those zones, and during Battle Resolution fights all attackers in that zone that it can.

Each defender has a color and a number.

Each attacker has a list of cures - colored banners with either stars or numbers.

A defender can only fight an attacker if it is listed on that attacker. Defenders can only be played if they can fight at least one of the attackers in their zone.

DEFENSE PLANNING PHASE CONTINUED

Resistance cards grant immunity from a kind of defender and effectively remove that defender from the attacking card's list of cures. If a defender is listed on an attacker, but the resistance card grants immunity, the defender cannot fight that attacker.

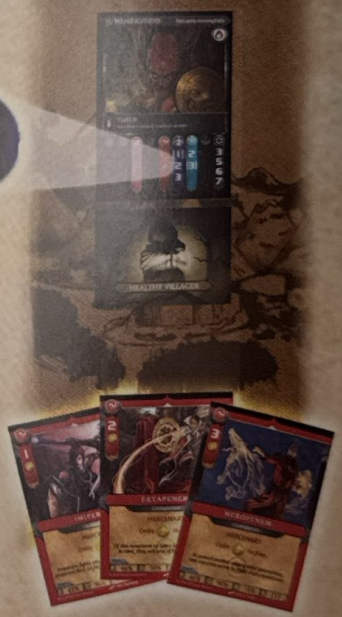
ESCAPE ARTIST - Apothecary is allowed to play an additional defender to fight an ESCAPE ARTIST. There are only 2 ways to kill an ESCAPE ARTIST:

1. With a defender that gives a reward (defenders that give a reward are listed in brackets)
2. With two defenders, each a different color

Banners with a star mean any defender of that color can fight the Lord of Pestilence.

• Paying costs

Orange defenders, red defenders, Tigecycline, and Linezolid are mercenaries and have costs shown on the upper left of the card. You cannot play these defenders unless you can afford to pay their cost.



DEFENSE PLANNING PHASE CONTINUED

EXPENSIVE - The first defender that fights an EXPENSIVE attacker has an additional cost of 1
When paying coins, put the coins back in the general supply.

DUO - If the defender played completes a duo, Apothecary gets a special reward of 3 coins.
The yellow 3 and the blue 2 were played. Apothecary gets a 3 coin reward.

OXACILLIN'S GUARDIAN SKILL - Attackers that would've killed the villager stay there and try again next turn. They are not successful this turn.

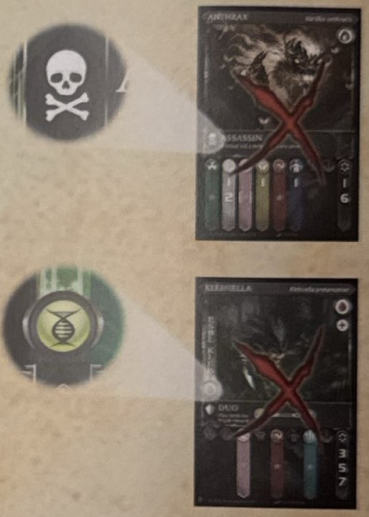
DURING BATTLE, defenders kill attackers, then any remaining attackers wound villagers (and stay in play to attack again) or kill villagers (and go to the biohazard, their mission accomplished.)

BATTLE RESOLUTION PHASE

1. Reveal MASKED attackers.
Flip over any face-down MASKED attackers. Any rewards given by a MASKED attacker are given now.

2. Defenders strike. Defenders kill attackers. Defenders can only kill attackers in the same zone. All zones are resolved simultaneously. If a defender is listed on an attacker, that attacker is killed. A single defender can kill two attackers, if listed on both.
Pestilence picks up all the killed attackers and decides what order to put them in the biohazard.

3. Revenge abilities take effect only when the attacker is killed.



ASSASSIN - Pestilence chooses a defender in any zone and kills it. (ASSASSIN affects defenders that are currently on the board and have not gone back to the Apothecary player's hand yet. Assassinated defenders are put in the discard.)

NECROMANCER - Choose a Pestilence attacker card in the biohazard and return it to your hand. You may only choose a card that was already in the biohazard when the turn began.

MUTATE - Look through the Mutant pile and add the named Mutant to your hand. MUTATE ability is listed on the left of the Pestilence card.

BATTLE RESOLUTION PHASE CONTINUED

4. Wound/kill villagers.
If there are any attackers remaining in a zone, the villager in that zone is harmed:
- a healthy villager becomes wounded.
- a wounded villager is killed.*

A villager cannot go from healthy to killed during the Battle Resolution phase. Villagers are wounded or killed simultaneously. Killed villagers are removed from the board. Pestilence keeps them as a trophy.

*If Oxacillin's occupation skill was used, the villager stays wounded instead of being killed, attackers are unsuccessful and the attackers remain to attack next turn.

5. Just-flipped benefits.
Some villagers have an effect that happens when they are flipped to their wounded side. (These effects are ignored during setup.) Apothecary decides the order of villager benefits.

Ongoing benefits change the rules of the game for as long as the wounded villager remains wounded and in play.

6.Success abilities take effect.
If a villager was wounded or killed, attackers in that zone are "successful."

CONTAGIOUS - All healthy villagers on the board become wounded.

NON-VIRULENT - This attacker is sent to the biohazard after wounding a villager.

CLEANUP

- **Return all defenders to hand.**
  Apothecary can reuse defenders again and again. After battle, any remaining defenders return to the Apothecary hand.

- **Clean any kill zones.**
  No attackers can remain in a zone if the villager was killed. (Attackers that wounded a villager remain on the board.) Successful attackers that merely wounded a villager stay in play, with any resistance cards still attached, and attack next turn.

  Once there is no villager left because it was just killed, the attackers from that zone all go to the biohazard, their mission complete. **These attackers are not considered killed, thus their revenge abilities have no effect.** Resistance cards from the cleaned zone return to their starting positions on the board and can be used again.

- **If an attacker remains in the 2nd slot** but the 1st slot is free, move that attacker to the 1st slot.

- **Spawn new villagers.**
  Add a new healthy villager to each empty zone.

- **Apothecary: Reduce hand to maximum hand size of 7 cards.** Put extra cards on the bottom of the deck in any order. Apothecary may not end the turn with more cards in hand than allowed by the maximum hand size. *(In Solitaire mode, or with the SMALLER HAND SIZE enchantment, the maximum hand size is 6 instead.)*

THE GOLDEN RULE

The Golden Rule

YOU CANNOT PLAY UNNECESSARY DEFENDERS

You cannot play irrelevant defenders solely to use their occupation skills; playing defenders must be justified by combat implications or abilities.

You play each defender one at a time. The order you play them in matters. When you play a defender to a zone, it must be listed in the cures of at least one attacker in that zone, and it must meet **at least one of** the following requirements:

1) Playing it will kill an attacker that was not already going to die
2) It is the first defender played against an ESCAPE ARTIST
3) It completes a DUO (the other part of the DUO has already been played)
4) It is played in the same zone as Rifampin, which was just played.

"Unnecessary" is only judged by what cards have already been played. Example: There are 2 attackers in a zone, and you have a defender that could kill both. You can play a different defender that kills one attacker, use its occupation skill, THEN play the one that kills both.

HOW MANY DEFENDERS IS APOTHECARY ALLOWED TO PLAY?

Normally you play a single defender in each zone. But there are exceptions:

Two attackers, ganged up:
You may play an additional defender to kill an attacker with (+) in the 2nd slot. But you might not need to. **A single defender can often kill both attackers**, provided that the defender is listed on both.

ESCAPE ARTIST:
You may play an additional defender for each attacker with ESCAPE ARTIST. See pg 16.

RIFAMPIN:
Allows you to play another defender.
See beginning of rulebook.

DUO:
You may play an additional defender if it completes a DUO to get a special reward of 3 coins. See p. 17.

WALKTHROUGH

During setup, Apoth ignores the just-flipped benefit of the wounded villager. Since it is his first time playing, he adds Clindamycin, Pen, and Tetra to his hand. Pest draws 3 Provokers.

The game begins. Apoth gets a turn-marker coin and fills his hand to 8 cards. Pest also draws cards. She draws an Opportunist first, **Staph aureus**. She figures she will attack the wounded villager with **Staph aureus** this turn, so she doesn't need any more Opportunist cards, and draws 2 more Provokers. Pest attacks with **Pertussis, Staph aureus,** and **Anthrax,** all in the 1st attack slot.

Pest Hand

Apoth defends villager 1 with **TMP-Sulfa**. Pest removes a TMP-Sulfa Resistant cube. Apoth defends villager 2 with **Tetra**. Pest removes a Tetracycline Resistant cube. Apoth then pays 1 coin to also defend with **Meropenem** because of the ESCAPE ARTIST ability. He is now out of coins and cannot use any default skills. Apoth defends villager 3 with **Clindamycin**. Pest removes a Macrolide Resistant cube. Apoth cannot afford to use **Clindamycin's occupation skill**, but probably would've declined anyway.

Apoth Hand

Pay for Meropenem

WALKTHROUGH

All attackers are killed during the fight. Pest puts Pertussis in the biohazard. The CONTAGIOUS ability never takes effect.

Pest then puts **Staph aureus** into the biohazard and looks through the Mutant pile and adds **MRSA** to her hand, because **Staph aureus** has the ☣. Pest puts **Anthrax** in the biohazard and then chooses who to kill for the **ASSASSIN** ability. Pest chooses **Tetra**. Apoth puts **Tetra** in the discard.

Pest Hand

Apoth returns **TMP-Sulfa, Meropenem,** and **Clindamycin** to his hand. During Cleanup, Apoth has 7 cards so he doesn't need to put any extras on the bottom of the deck. He ends the turn with **0 coins.**

Apoth Hand

WALKTHROUGH

Turn 2: Apoth takes a turn-marker coin and fills his hand to 8, drawing a card. Pest draws 3 more cards, this time 1 Opportunist and 2 Provokers.

Pest decides to save the **MRSA** in her hand for a later turn. Instead, she plays a face down **MASKED** creature in zone 1. She attacks the other zones with **Shigella** and **Gonorrhea**. **Shigella** has the **THIEF** ability, so Apoth shuffles the cards in his hands and Pest picks one. **Clindamycin** is discarded.

Apoth plays **Ceftriaxone** to defend villager 3, and gains a coin from the general supply as a reward, because of the bracket listed on **Gonorrhea**. Pest removes a Pen/Ceph Resistant cube. Apoth spends a coin to use the **"Research 1" default skill** and draws **Chloramphenicol**. Apoth can play any card to try and fight the **MASKED** attacker. He chooses **Chloramphenicol**. Pest removes a Chloramphenicol Resistant cube. Apoth tells his opponent he is using the **TEACHER skill** on **Chloramphenicol**, which is free, and prevents a cube getting removed when he plays **TMP-Sulfa** in zone 2.

Turn 2: continued

The **MASKED** card is revealed: **Mycoplasma**. Apoth got lucky; **Mycoplasma** is susceptible to **Chloramphenicol**.

During the fight, all attackers are killed. Pest adds **Resistant Shigella** to her hand from the Mutant pile.

Apoth returns the defenders he played to his hand. He has 8 cards during Cleanup, and has to put a card on the bottom of the deck during Cleanup. He ends the turn with 7 cards and **1 coin.**

Turn 3: Apoth takes a turn-marker coin and now has two coins. Apoth fills his hand to 8, drawing 1 card. Pest draws 3 Provokers.

Pest chooses not to attack villager 1 because she wants to gang up with two attackers against the wounded villager. Villager 2 is attacked by **Syphilis** from the 1st slot and **Staph epidermidis** from the 2nd slot, which is allowed because **Staph epidermidis** has the ⊕. Villager 3 is attacked by **Resistant Shigella.**

In this case, Apoth can play up to two defenders in zone 2. He would like to play one that kills both, but there is no overlap between the lists on **Syphilis** and **Staph epidermidis.** He defends villager 2 against **Syphilis** with **Pen** and gets a reward coin from the general supply. Pest removes a Pen/Ceph Resistant cube. Apoth spends a coin to use **Pen's occupation skill,** and draws 2 cards. Then he pays another coin to use the **TEACHER default skill** so he can play **Ceftriaxone** in zone 3 without removing the last Pen/Ceph Resistant cube. Apoth wants to save his last coin. He plays **TMP-Sulfa** to stop **Staph epidermidis**, and Pest removes the last TMP-Sulfa Resistant cube. That resistance card is now unlocked and will be available to use next turn.

Turn 3: continued

All attackers are killed during the fight. **Syphilis's ASSASSIN** ability sends **Ceftriaxone** to the discard, and Pest adds **MRSE** and **CRE** to her hand from the Mutant pile.

Apoth returns **Pen** and **TMP-Sulfa** to his hand. He now has 9 cards and has to put 2 on the bottom of the deck so he ends the turn with 7 cards. He has **1 coin** when the turn ends.

Turn 4: Apoth gets a turn-marker coin and now has 2 coins. Apoth draws a card to fill up to 8. Pest draws 2 Provokers and 1 Opportunist.

Pest attacks with **Tularemia** in zone 2, forcing a discard with the THIEF ability. **Amp/Sulbactam** gets discarded. Then she adds **Staph Sapro** and a **MASKED** Pest as attackers. Now that the **TMP-Sulfa** resistance card is unlocked, she can attach it to **Staph Sapro.**

Apoth plays **Chloramphenicol** in zone 2. Pest removes the last Chloramphenicol Resistant cube. That resistance card is now unlocked and can be used next turn. Apoth plays **TMP-Sulfa** in zone 3. There are no cubes left to remove, since the TMP-Sulfa Resistant card is already unlocked. Next, Apoth spends a coin on the RESEARCH default skill and draws 1, but the new card is no help. He decides to save his last coin and let villager 1 get wounded.

Turn 4: continued

The **MASKED** card is revealed: **B. burgdorferi**. During the fight, **Tularemia** is killed and goes to the biohazard. **Staph Sapro** and B. **burgdorferi** survive the fight and are successful in their zones. Villager 1 and villager 3 are both wounded.
Villager 1 is flipped over, revealing a **new rule: new attackers played here cannot have resistance cards.** Villager 3 is flipped over revealing a just-flipped benefit: **Research 2. Apoth draws 2 cards.**

Next, **Staph Sapro** is put in the biohazard, because of its NON-VIRULENT success ability. The TMP-Sulfa Resistant card returns to its starting place. **B. burgdorferi**, however, remains in zone 3 to attack again next turn.

During Cleanup, Apoth returns **Chloramphenicol** and **TMP Sulfa** to his hand and now has 10 cards, so he puts 3 on the bottom of the deck to end the turn with 7. Apoth has **1 coin.**

Turn 5: Apoth takes a turn-marker coin and now has 2 coins. Apoth draws a card to fill up his hand to 8. Pest draws 1 Opportunist and 2 Provokers.

Pest attacks villager 1 with E. **coli** and names the yellow 3 for the BANISHER ability. *(The yellow 3 is an allowable choice because it is listed on the E. coli card.)* The yellow 3 **(Gent) cannot be played this turn**. Next, Pest plays **MRSE** in zone 2. She can play up to 3 new attackers, so she also adds **MRSA** as a second attacker in zone 3 slot 2, above **B. burgdorferi**. Finally, she adds TMP-Sulfa resistance to **MRSA**.

There are now 4 attackers because **B. burgdorferi** remained from the previous turn.

Apoth pays 2 coins so **Tigecycline** can defend villager 3 and is now out of coins. He defends villager 1 with **Ceftazidime** but cannot afford the occupation skill. Pest removes the last Pen/Ceph cube. It is now unlocked.

Pay for Tigecycline

Turn 5: continued

During the fight **E. coli, MRSA,** and **B. burgdorferi** are killed. The TMP-Sulfa resistance card returns to its place on the game board. Pest gets **ESBL E. coli** and **VRSA** from the Mutant pile. Pest now has a lot of cards in her hand due to all the Mutants she's gotten.

MRSE is successful, and villager 2 is killed. Pest takes the villager card and sets it near her side of the board.

During Cleanup, **MRSE** goes to the biohazard. A new healthy villager is spawned in zone 2.

Apoth returns defenders to his hand then puts 1 card on the bottom of the deck to end the turn with 7 cards. He has **no coins.**

Turn 6: Apoth takes a turn-marker coin, then draws a card to fill his hand up to 8. Pest draws 1 Opportunist and 2 Provokers.

Pest attacks villager 1 with **V. cholerae** and the **SPY** ability takes effect. She looks at the top card of any deck (she chooses the Apoth deck) and decides to put that card on the bottom. Then she attacks with **Typhoid** and **Listeria**. She attaches 3 resistance cards to **Typhoid** - TMP-Sulfa, Chloramphenicol, and Pen/Ceph.

Apoth plays **Amp** to fight **Listeria**, then plays **Gent** to also fight **Listeria**, which is allowed because it completes the listed DUO on **Listeria**. (He had to play **Amp** first, since **Gent** is not listed in **Listeria's** banners, then play **Gent** later in the turn to complete the DUO.) Pest removes an Aminoglycoside Resistant cube. Apoth gets **3 coins** from the general supply as a reward. He now has **4 coins**.

Apoth spends a coin on the RESEARCH default skill, draws a card that isn't useful, then pays to RESEARCH again, drawing another card - **Erythro**. Next he pays to use the TEACHER default skill, and plays **Erythro** in zone 1 without removing a cube. He has no answer for zone 3.
(Erythro's TEACHER skill is wasted; it doesn't last across turns.)

Pay for Apoth default skill research 1
Pay for Apoth default skill research 1
Pay for Apoth default TEACHER skill

Reward for Duo

Turn 6: continued

During the fight, **Listeria** and **V. cholerae** both are killed, and they go to the biohazard. **Typhoid** is successful, and villager 3 is killed. Pest takes that villager.

Since **Typhoid** has the CONTAGIOUS ability, and **Typhoid** was successful, villager 2, which is healthy, becomes wounded. The villager is flipped over and Apoth gets a card back from the discard, choosing **Tetra**.

During Cleanup, **Typhoid** is sent to the biohazard when the kill zone is cleaned, its resistance cards return to their place on the board, and a new healthy villager is spawned in zone 3.

Apoth returns **Gent**, **Ampicillin**, and **Erythro** to his hand, then puts 4 cards on the bottom of his deck to end the turn with 7 cards. He has 1 **coin**.

Turn 7: Apoth takes a turn-marker coin and draws a card. Apoth now has 2 coins. Pest draws 3 Opportunist cards.

Pest attacks villager 1 with **P. mirabilis** and villager 2 with **VRSA** and **Acinetobacter**, attaching TMP-Sulfa resistance to **VRSA** and Pen/Ceph resistance to **Acinetobacter**.

Apoth plays **Cipro** to fight **P. mirabilis**. Pest removes a Fluoroquinolone Resistant cube. Apoth pays 2 to play **Tigecycline** which can fight both **VRSA** and **Acinetobacter**. **Tigecycline** is allowed by itself versus **Acinetobacter** because **Tigecycline** is listed in brackets, which nullifies the ESCAPE ARTIST ability. Apoth gains 1 reward coin.

Pay for Tigecycline Reward for using Tigecycline vs Acinetobacter

Turn 7: continued

During the fight, **Tigecycline** kills both attackers in zone 2, and **Cipro** kills **P. mirabilis**.

Because **P. mirabilis** was killed and it has the NECROMANCER ability, Pest gets a card back from the biohazard. She chooses **MRSE**.

During Cleanup, Apoth returns **Tigecycline** and **Cipro** to his hand, then puts 1 card on the bottom to end the turn with 7 cards. He has **one coin.**

Turn 8: (Last Turn) Apoth takes the final turn-marker coin and draws a card. Because it is the last turn, Pest forgoes drawing cards and gets C. diff from the Mutant pile instead.

Pest plays **CRE** in zone 1, then **C. diff** in zone 2, choosing to wound villager 3 with the BETRAYER ability. Villager 3 flips over. Apoth uses the "just flipped" benefit and adds a cube to the Tetracycline Resistant card. Finally, Pest plays MRSE to zone 3.

Apoth plays **Metro** in zone 2, and uses Metro's occupation skill. He decides not to shuffle his discard into his deck, but does research 2. He gets lucky and draws the card he needs, **Vanco**. He spends a coin to play **Vanco** in zone 3, then gets a reward coin. His last defender is **Gent** in zone 1.

During the fight, all attackers are killed. The game ends. Pest was only able to kill 2 villagers, which was not enough to win. **Apoth wins.**

SOLITAIRE RULES

To play a Solitaire version, play as Apothecary. Set up the board as if playing a normal game, but do not draw any cards for Pestilence. Pestilence will not draw cards or have a hand, and instead will play on autopilot according to the algorithm below.

Pestilence gets 2 enchantments:

Put the SMALLER HAND SIZE enchantment into play.

Shuffle the remaining Pestilence enchantments and add 1 more to play.

1) Draw phase

Pestilence does not draw cards.

2) Attack Planning phase

For each villager, add one new attacker, if there is room. (There are two attack slots per villager.)

If the villager is healthy, and slot 1 is empty, attack it with the top card of the **Provoker** deck.

If the villager is wounded, and there is at least one empty slot, attack it with the top card of the **Opportunist** deck, adding the attacker to slot 2 if slot 1 is taken. If there are no cards left in the **Opportunist** deck, turn over the top card of the **Provoker** deck. If that card can attack wounded villagers, attack with it, otherwise discard it to the biohazard and do not add an attacker for this villager this turn.

- Ignore the **MASKED** ability. Play those cards face up. Ignore **SPY** and **ATTRACTOR**. For **THIEF**, discard a random card.
- Play **ALLERGIC VILLAGER** when drawn if it makes that villager harder to defend, otherwise save it for the next relevant villager and play it then. Either way, draw again for an attacker.

3) Battle Resolution phase

Some abilities are changed for Solitaire.

ASSASSIN: Kills all defenders in its zone.

BANISHER: Same effect as **THIEF**.

REINFECT: When this attacker dies, replace it with the topmost Mutant card from the Discard pile. If there is no Mutant in the Discard pile then play the topmost attacker. The new card does not attack until next turn.

MASKED: has no effect. Always play face up.

MUTATION **:** When an attacker with a mutation ability is killed, replace it with the named Mutant card. The new card does not attack until next turn.

NECROMANCER: same as **ASSASSIN**

SPY has no effect.

C. DIFF is not played.

Do not use Pestilence promo/expansion cards (Allergy, Pregnant Villager)

E. FAECALIS (a Provoker) always mutates into VRE

PESTILENCE SOLITAIRE ALGORITHM:

- Add new attackers. (See "Attack Planning phase" above.)
- If there are wounded villagers with open attack slots, and Pestilence has not played 3 attackers yet, start this process again from left to right, only for zones with wounded villagers, until Pestilence has played 3 new attackers or cannot play more.
- Each time you play a new attacker, or a Mutant is placed on the board, add as many resistance cards as possible to it. If multiple Mutants enter play at the same time, add resistance to attackers in the leftmost zone first, 1st slot before 2nd slot.
- Only add a resistance card if it helps that attacker. Resistance cards that are still locked or still attached to another attacker cannot be moved.
- If the Provoker deck runs out, shuffle any Provokers in the biohazard into a new Provoker deck.

One of the main differences from the two-player version is that mutation abilities bring cards immediately onto the board rather than into a player's hand. The new Mutant card is now on the table but waits to attack until next turn. If two attackers both mutate in the same zone, there will be two Mutants attacking the same villager next turn. These mutants may attack regardless of attack restrictions.

Exception:

Do not replace an attacker with a Mutant when the villager it was attacking gets killed. (It is possible for one attacker to kill the villager while a second attacker is killed by a defender and mutates. Ignore the MUTATE ability in this instance.

Q&A

Q: A.R.E. is attacking with aminoglycoside resistance added. A.R.E. has the DUO ability - any aminoglycoside + Vanco. Can I still play the DUO?
A: No.

Q: Two ESCAPE ARTISTS are in one zone. Attacker A lists the pink 2 and the gray 2. Attacker B lists the pink 2 and the yellow 2. None of those give rewards. I play the pink 2, the gray 2, and the yellow 2. Did I just kill two ESCAPE ARTISTS with only three defenders?
A: Yes.

Q: Apothecary uses Oxacillin's GUARDIAN skill. A CONTAGIOUS attacker would've killed the villager but was prevented by Oxacillin's ability. Does CONTAGIOUS still happen?
A: No. Attackers are only declared successful if they wounded or killed a villager.

Q: Klebsiella shows that an aminoglycoside (yellow) can be part of a DUO, but no aminoglycosides are listed below as cures. Can I play an aminoglycoside by itself?
A: No. You may only play the aminoglycoside as a second defender if it completes a DUO. There is always one half of the DUO that can be played alone, so in this case play the light blue 4 first, then play the Aminoglycoside.

Q: Do I ever have to pay 2 extra coins when fighting EXPENSIVE attacker Nocardia?
A: No, only the first defender played that is listed on Nocardia requires the extra payment. However, if you are playing a defender that has its own cost, such as Meropenem, you will need to also pay that cost.

Q: Can a resistance card end up with more cubes than it started with?
A: Yes, there's a just-flipped villager ability that adds a cube, that could result in the card having more cubes than it started with.

Q: What happens when a deck runs out of cards?
A: Keep playing, but you can no longer draw cards from that deck.

Q: If there are 2 attackers in the same zone, and one has resistance from fluoroquinolones (pink) am I allowed to play a fluoroquinolone in that zone to kill the other attacker?
A: Yes, although it will not affect the resistant attacker.

Q: If I use a TEACHER occupation skill (the next defender played doesn't remove a cube) does that still work if the next defender I play is in a different zone?
A: Yes.

Q: Do the Apothecary cards stay on the table if they've defeated an attacker?
A: They stay on the table until Cleanup phase, then are returned to the Apothecary player's hand.

Q: Do you always get a reward when you play a defender?
A: No, only if it is listed in brackets on the attacker that it will be fighting.

Q: Do turn-marker coins ever get added back?
A: No, they make sure the game always lasts a specific number of turns.

Q&A

Q: Who chooses the order that defenders strike attackers?
A: There is no need to choose an order; they all happen simultaneously. Revenge effects then happen AFTER all defenders have striked attackers.

Q: If an assassin kills a defender, does that make an attacker that would've been killed now a successful attacker?
A: No, it doesn't work that way... the ASSASSIN ability only happens after all defenders strike attackers. Defenders kill attackers simultaneously, THEN revenge effects happen, in an order Pestilence chooses as Pestilence puts those cards in the biohazard.

Q: Is there any way to add resistance cubes back once they've been removed?
A: Once ALL the cubes have been removed, no. There is a just-flipped ability that adds a cube but only if the card has not been unlocked yet.

Q: What happens when a Pestilence attacker is not killed?
A: If it wounded a villager, it stays on the board, keeping any attached resistance cards, and attacks again next turn. If its villager was killed, its mission is complete and it goes to the biohazard during Cleanup, without any revenge abilities taking effect.

Q: Where do the coins go after you spend them? Back to the common bank, or completely out of the game?
A: There is an unlimited supply of coins. Keep a "general supply" off to the side, and when spending them, return them to the general supply. If you run out, you can use pennies for additional coins.

Q: If you gang attack with two attackers in one zone, can you kill a healthy villager outright? The first attacker wounds then the second attacker kills, or is it still considered a single attack?
A: A villager cannot go from healthy to killed in the same phase. The only way to kill a healthy villager in one turn is by using C. DIFF's BETRAYER ability during Attack Planning, then killing it during Battle Resolution.

Q: I don't have the two defenders I need to kill an ESCAPE ARTIST, but I have one, and it has a RESEARCHER skill. Can I play it and hope to get lucky and draw the other card I need?
A: Yes. But if you aren't lucky, the ESCAPE ARTIST is not killed, even though you played one defender.

Q: How do I use the GUARDIAN skill on Oxacillin, and what happens to the attackers?
A: Oxacillin must be already on the board because you were allowed to play it. Then you can pay for the ability, once, to keep 1 wounded villager in any zone from dying this turn. Any attackers that were not killed, however, remain and try again next turn.

Q: Can I put any resistance card on a MASKED attacker when it is face down?
A: Any resistance cards you play must be legal, and when the MASKED card is revealed, if you played an illegal resistance card, you lose the game for cheating!

Q: Can you attach resistance to a Pest that is still on the board from a prior turn?
A: Resistance can only be added when an attacker is first played. That resistance card must also be unlocked and available, it can't be moved from another attacker that already has it. Resistance cards become available again after the attacker they were attached to dies.

for more explanations of rules, check out our listing on boardgamegeek.com

GLOSSARY

ALTRUIST

A special card in the Apothecary deck. It cannot be used in battle; it can only be discarded for one of three possible effects, listed on the card. The Altruist was created in memory of Dennis Riedinger by one of our generous backers.

APOTHECARY HEALER

The characters that defend the villagers of Soma from attack. These are based on real-world antibiotics.

ASSASSIN (revenge ability)

If this attacker gets killed, kill a defender in any zone.

ASSASSINATED

A defender that was discarded because of an ASSASSIN ability.

ATTACK ABILITY

BANISHER, BETRAYER, MASKED, SPY and THIEF are attack abilities - they happen during the Attack Planning phase.

BANISHER (attack ability)

Name a listed defender (number and color.) It cannot be played this turn.

BETRAYER (attack ability)

When played, wound a healthy villager in any zone.

BIOHAZARD

The Discard pile for the Pestilence player. Attackers that are removed from a zone are sent here. Cards discarded from the Pestilence player's hand are also sent here.

CONTAGIOUS (success ability)

If successful, wound all healthy villagers at the end of the Battle Resolution phase.

DEFAULT SKILLS

The two skills listed on the game board that Apothecary may use during Defense Planning, as many times as desired, as long as each use is paid for.

DEFENDERS STRIKE ATTACKERS

The step during Battle Resolution when defenders kill all the attackers they can, simultaneously.

DEFENSE ABILITY

Duo, ESCAPE ARTIST and Expensive are defense abilities. They happen during the Defense Planning phase.

DIE / KILLED

When an attacker dies, it goes to the biohazard. When a defender dies, it goes to the Apothecary discard. When a villager dies, Pestilence takes that villager and keeps it as a trophy.

DUO (defense ability)

Apothecary may play a 2nd defender to kill this attacker if it completes a DUO. The two types of defenders required to complete a DUO are shown as two attached circles (a star means any defender of that color qualifies). In case it is difficult to determine the color, those DUO circles are vertically aligned with their matching color banners below, where the normal cures are listed. Once the DUO is completed, Apothecary gains a 3-coin reward.

ESCAPE ARTIST (defense ability)

There are two ways to kill an ESCAPE ARTIST. 1) play a defender that gives a reward, or 2) play 2 defenders of different colors. Attackers with ESCAPE ARTIST allow Apothecary to play an extra defender.

EXPENSIVE (defense ability)

The first defender played that can kill this attacker costs 1 coin to play (in addition to any other costs it might have.)

GRAM NEGATIVE

Bacteria that do not stain purple after a Gram stain test. Most have a thin peptidoglycan layer of their cell wall sandwiched between an inner cytoplasmic cell membrane and a bacterial outer membrane.

GRAM POSITIVE

Bacteria with a thick peptidoglycan layer in their cell wall stain purple (a positive result) in the Gram stain test.

GUARDIAN (occupation skill)

Oxacillin is the only Apothecary Healer with the GUARDIAN skill. When Oxacillin is played, Apothecary may spend 2 coins to save a wounded villager from being killed this turn. If it would be killed, it stays wounded instead, and any attackers that would've been successful are not successful. Those attackers remain to attack next turn.

HEALTHY

A villager that has never been harmed and is not in danger of being killed in battle. Healthy villagers are healthy side up (the side that does not have the icon.)

KILLED / DIE

When an attacker is killed, it goes to the biohazard. When a defender is killed, it goes to the Apothecary discard. When a villager is killed, Pestilence takes that villager and keeps it as a trophy.

LORD OF PESTILENCE

The fearsome monsters that attack the villagers of Soma.

GLOSSARY

MASKED (attack ability)
You may play this face-down vs. a healthy villager. If you do, reveal at the beginning of Battle Resolution, and give any rewards at that time.

MAXIMUM HAND SIZE
Default is 7 cards. This is the maximum number of cards Apothecary can end the turn with. Extra cards must be put on the bottom of the deck before the next turn begins.

MERCENARY (Apothecary occupation)
Requires payment of 1 or 2 coins to play as a defender.

MUTANT
Lords of Pestilence that begin the game in the face-up Mutant pile. These cards can only be added to the Pestilence player's hand when an attacker is killed with a MUTATE ability that names the specific Mutant. There is one exception: C DIFF can be added to the Pestilence player's hand during the 8th turn's draw step instead of drawing 3 cards.

MUTATE (revenge ability - this ability is listed along the upper left side of some Provoker and Opportunist cards.)
If this attacker is killed by a defender, you may add the named Mutant to your hand.

NECROMANCER (revenge ability)
If killed, return a card from the biohazard to your hand. The card chosen must have already been in the biohazard at the beginning of the turn.

NON-VIRULENT (success ability)
After wounding a villager, go to the biohazard.

OPPORTUNIST
These Lords of Pestilence have their own deck. They all can only attack wounded villagers, but they are allowed to attack from the 2nd attack slot if the 1st slot is taken.

PROVOKER
These Lords of Pestilence have their own deck. They can all attack healthy villagers, and most can also attack wounded.

RESEARCH: X (occupation skill)
Draw X cards. (Note that you may have quite a few cards in your hand during the Defense Planning phase if you do a lot of research. Remember to reduce your hand to your maximum hand size, usually 7, during Cleanup. Put extra cards on the bottom of the deck.)

RESEARCHER
Apothecary healers with occupation skills that involve drawing cards, shuffling, or searching for cards are called researchers.

REWARD [ ]
When a defender is played that is listed in brackets, Apothecary gets a reward coin from the general supply. If one defender gets a reward from two attackers in the same zone, get 2 coins. If the defender played just completed a DUO, get 3 coins.

REVENGE ABILITY
ASSASSIN, MUTATE, & REINFECT - these are abilities that happen when an attacker is killed during battle.

SPY
Look at any deck's top card (yours or your opponent's). You may put it on the bottom or leave it on top.

STAINED LEGION
Our fantasy metaphor for bacteria that are positive for Gram stain. Has no effect on gameplay but is an important classification for students of microbiology. See Gram Positive.

SUCCESS ABILITY
CONTAGIOUS & NON-VIRULENT are success abilities, that happen during the Success abilities step of Battle Resolution phase.

SUCCESSFUL
Whenever an attacker wounds or kills a villager, it is considered successful. Successful attackers who wounded a villager stay in play (unless they are NON-VIRULENT). Successful attackers that kill a villager go to the biohazard, their mission accomplished.

TEACHER (occupation skill)
Allows the next defender to be played without removing a cube. It only affects defenders played this turn, it does not carry over to the next turn.

THIEF (attack ability)
When this attacker is played, Apothecary discards a card at random.

UNSTAINED LEGION
Our fantasy metaphor for bacteria that are negative for Gram stain. Has no effect on gameplay but is an important classification for students of microbiology. Same as Gram Negative.

WOUNDED
Healthy villagers that are not completely defended become wounded, and flip over to their wounded side (with the icon.) A wounded villager that is not completely defended is killed.

PRONUNCIATION GUIDE

There are at least four ways of pronouncing Latin. *(ref: Latin Pronunciation Demystified by Michael A. Covington)*

Julius Caesar = YOO-lee-us KYE-sahr (reconstructed ancient Roman)
YOO-lee-us SAY-sahr (northern Continental Europe)
YOO-lee-us CHAY-sahr ("Church Latin" in Italy)
JOO-lee-us SEE-zer ("English method")

Below is our preference, based on American medical traditions:

Acinetobacter baumannii	ass-in-NEET-o-bacter bo-MAHN-nee-aye
Bacillus anthracis	bah-SILL-us an-THRAY-siss
Bacillus cereus	bah-SILL-us SEER-ee-us
Bacteroides fragilis	BAK-ter-OY-deez FRAJ-ill-us
Bartonella henselae	BAR-ton-el-uh HEN-sell-aye
Bordetella pertussis	BOR-dih-TELL-uh per-TUSS-iss
Borrelia burgdorferi	bor-REL-ee-ya burg-DORF-err-aye
Brucella abortus / canis / melitensis / suis	brew-SELL-uh uh-BOR-tuss / CAN-us / mel-lih-TEN-sis / swees or SOO-ees
Campylobacter jejuni	CAMP-pee-lo-bac-ter jeh-JOON-nee
Clostridioides difficile	closs-TRID-dee-OY-dees DIF-fih-seel
Clostridium perfringens	closs-TRID-dee-yum per-FRIN-jinz
Coxiella burnetii	cox-ee-YELL-ah bur-NET-tee-aye
Enterococcus faecalis	EN-ter-oh-COCK-us fay-KAYL-lis
Escherichia coli	ES-shur-RICK-key-ya KOH-lye
Francisella tularensis	FRAN-sis-SELL-lah TOO-la-REN-sis
Fusobacterium necrophorum	FEW-zo-bak-teer-ee-yum NEK-cro-FOR-um
Haemophilus influenzae	huh-MAH-fuh-luss in-flu-EN-zay
Klebsiella pneumoniae	KLEB-see-YELL-uh new-MOH-nee-yay
Legionella pneumophila	LEE-jun-NELL-uh new-MOFF-full-lah
Listeria monocytogenes	lis-TEER-ree-ya MAH-no-sigh-TAH-jen-nees
Mycoplasma pneumoniae	MY-ko-PLAZ-ma new-MOH-nee-yay
Neisseria gonorrhoeae	nye-SEER-ee-ya gah-ner-REE-yay
Neisseria meningitidis	nye-SEER-ee-ya MEN-in-JID-dit-tiss
Nocardia asteroides	no-CAR-dee-ya ASS-ter-ROY-deez
Pasteurella multocida	PASS-tyer-REL-lah MULL-toe-SIGH-duh
Proteus mirabilis	PRO-tee-yuss mer-AB-buh-luss
Pseudomonas aeruginosa	SUE-doh-MOH-nus AIR-roo-jin-NOH-sah
Rickettsia rickettsii / prowazeckii	rick-KETS-see-ya rick-KETS-see-aye / prau-wa-ZEK-ee-aye
Salmonella enterica ssp. enterica ser. Typhi	SAL-mon-NELL-lah en-TAIR-rik-ka subspecies en-TAIR-rik-ka SAIR-o-var TYE-fee
Shigella flexneri / boydii / sonnei / dysenteriae	shih-GEH-la FLEX-ner-rye / BOY-dee-aye / SAW-nee-aye / dis-en-TARE-ree-aye
Staphylococcus aureus	STAFF-fih-low-COCK-uss OR-ree-uss
Staphylococcus epidermidis	STAFF-fih-low-COCK-uss ep-pih-DER-mid-uss
Staphylococcus saprophyticus	STAFF-fih-low-COCK-uss sap-pro-FID-dick-uss
Streptococcus pneumoniae	STREP-tow-COCK-uss new-MOH-nee-yay
Streptococcus pyogenes	STREP-tow-COCK-uss pye-AH-junn-nees
Treponema pallidum	TREP-oh-NEE-mah PAL-lid-dum
Vibrio cholerae / vulnificus	VIB-ree-yo KAH-ler-ray / vul-NIF-fik-kuss
Yersinia pestis	yer-SIN-nee-ya PEST-tiss

CREDITS

Healing Blade: Defenders of Soma was Kickstarted in 2015 and had 797 backers who helped bring it to life. The original Healing Blade game, released in 2010, was designed by Francis Kong, MD and Arun Mathews, MD. Defenders of Soma was designed by Brandon Patton. Art design and layout by Raul Gonzalez. Character artwork by

Grant Alward	Johnny Morrow
Storn Cook	Liu Qiuhong
Raul Gonzalez	Lance Red
Mei Hanlong	Atanas Stoykov
Jorge Jacinto	Zhu Wei
Gong Kun	Xia Xue
Jeff Morris	Frag Games

The interactions between bacteria and antibiotics in this game are based on information as of 2021 taken from a variety of U.S. antibiotics guides. Needless to say, this is a game designed for entertainment only. It does not replace professional medical judgment for treatment of any condition.

Successful and wise use of antibiotics depends on a variety of factors, far too many to include in this game, such as general and localized resistance patterns, allergies, breaking trends, certainty of diagnosis, severity of illness, changing medical practices, varying hospital protocols, and new discoveries.

It is also not our intention to vilify bacteria. The more we learn about human health, the more we learn about our important symbiotic relationships with some of these fascinating microbes. We focus here on the life-threatening potential of infectious diseases to make a point.

It is our hope that in addition to being entertaining, this game will increase awareness of the growing threat of antibiotic resistance and the waning efficacy of drugs that we have relied on for many decades. Surviving generations of bacteria often gain resistance, and although this process is fairly inevitable, irresponsible and misguided use of antibiotics has made things worse. There is ample room for improvement. We hope you will join us in a call to action to improve the way we use and view antibiotics so that they may continue to be a viable resource for future generations.

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